

Agenda - Exercises

Testing expressions, bootstrapping

Expressions to VM Code

VM expressions to Assembly

Representing Arrays

Representing Objects

Demo: Testing expressions

//VM Code

push constant 7

push constant 8

add

// Assembly

// Pseudocode

// Assembly

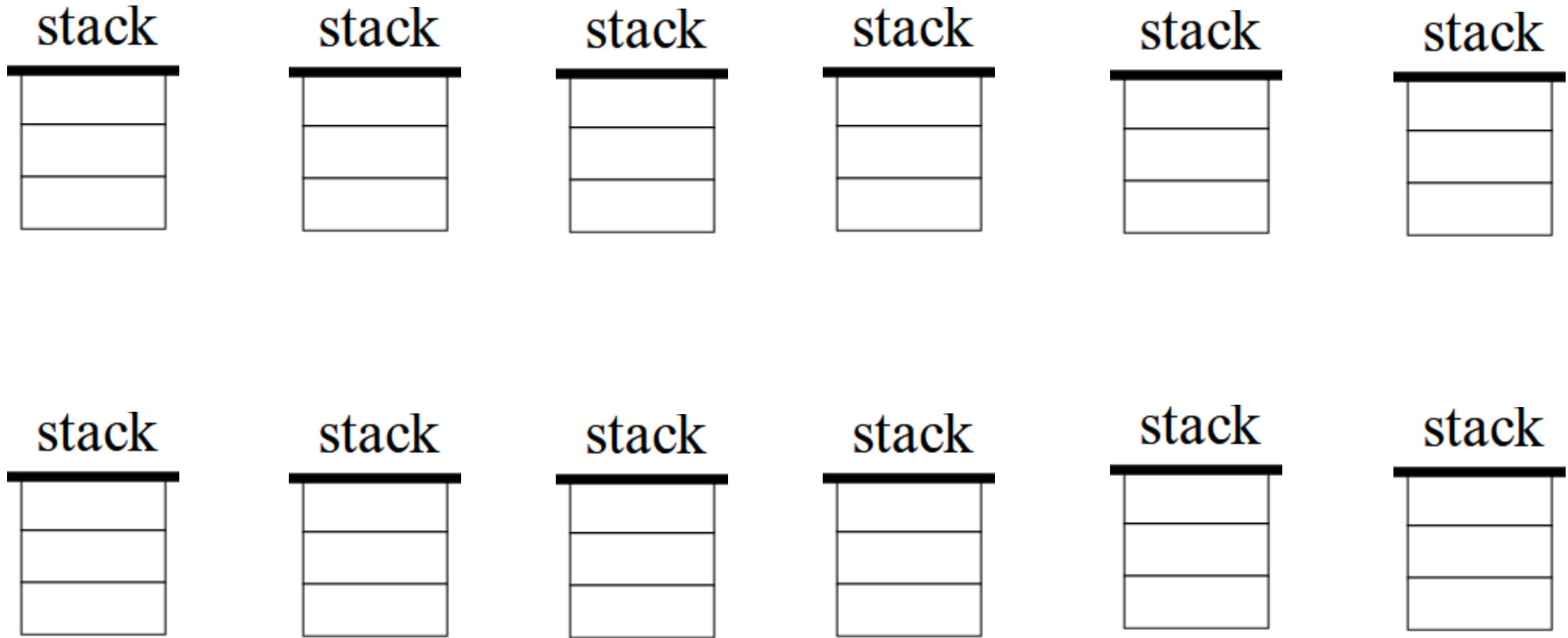
// Pseudocode

// with bootstrap

Convert the expression to VM Code

Express with vm code: $(4-5) - (3+7)$

Visualize the stack execution



Convert the loop to VM Code

```
void loop(int n) {  
    int i  
    while (i < n) {  
        i++  
    }  
}
```

Compute assembly pseudocode

```
label loop
  push local 0
  push argument 0
  eq
  if-goto end
  push local 0
  push constant 1
  add
  goto loop
label end
...
```

Locals

0

Arguments

3

RAM

256

LCL | 1024

ARG | 1023

THIS

THAT

Compute assembly

[illegible]

Visualize assembly

[illegible]

VM Arrays

```
// High-level Code  
int* bar = {0,2,4,6,8};  
bar[1] = 3;
```

What is the equivalent
pointer expression for
`bar[1] = 3`?

Suppose `bar` is located
at address 890 in RAM
and has the value 1024.
Draw the array in RAM.

Convert the array assignment to VM Code

```
// High-level Code  
int* bar = {0,2,4,6,8};  
bar[1] = 3;
```

Write VM code and visualize its virtual memory segments

```
// High-level Code  
int* bar = {0,2,4,6,8};  
bar[1] = 3;
```

Locals

Pointer

That

Convert the object function call to Assembly

```
// High-level code
```

```
class Vector {  
    int x;  
    int y;  
    ....  
    void reverse() {  
        x = -x;  
        y = -y;  
    }  
}
```

```
Vector dir;
```

Suppose dir is located
at address 600 in RAM
and has the value 890.
Draw the object in RAM.

Write VM code for reverse

```
// High-level code
```

```
class Vector {  
    int x;  
    int y;  
    ....  
    void reverse() {  
        x = -x;  
        y = -y;  
    }  
}
```

```
Vector dir;  
dir.revers();
```

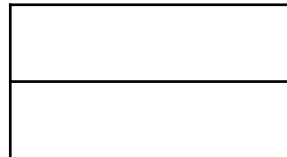
Visualize your VM code

```
// High-level code
```

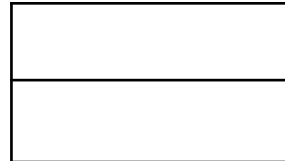
```
class Vector {  
  int x;  
  int y;  
  ....  
  void reverse() {  
    x = -x;  
    y = -y;  
  }  
}
```

```
Vector dir;  
dir.revers();
```

Locals



Pointer



This

